



# The Dust Rats

For those of you who don't know who or what the Dust Rats are, let us enlighten you. The Dust Rats are a new playable faction for Gorkamorka that will be released as part of *Ere Be Stuff*, an expansion pack we at The Unnamed Gorkamorka Site are working on.

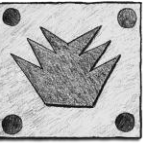
This is a complete document, or should be, so if you find something obvious that is missing head over to The Waaagh's Dust Rat topic and let us know: <http://linkpot.net/opal/>

However, whilst it is *complete*, it's not *finished*. This is an open beta test, which means that these rules are not finalised and some things may be changed before the final release. That said we encourage you to try out the rules and give us feedback as that is what this is for. We can test them in-house but we're only a small group of people and we simply don't have enough time to try out every permutation. So, please, try out the rules and tell us which bits are broken or unbalanced!

If you're interested in photos of our Dust Rat mobs, take a look at the posts tagged "Dust Rats" over at tUGS: <http://linkpot.net/abducting/>

Finally, we apologise about the quality of the layout work in this document, it was done in Microsoft Word 2007, rather than our usual desktop publishing program Scribus. This made tables easier, but everything else much harder, and the finished version will be done in Scribus.





# 1. Landfall

Far out on the Eastern Fringe, on the edge of Imperial Space lies the Ultima Segmentum, the edges of which are home to numerous planets, one of which housed a small mining colony. This facility was Dolumar IV, the furthest reach of the Imperium, truly the back of beyond. This isn't to say there weren't other planets nearby; they were simply silent and dead, a fact discovered by the Imperial Navy when scanning and mapping the outer regions. One dead world in particular stood out, XCV-103.El2.75M.Bor, an arid crumbling rock more commonly known as Angelis.

Scans by the *Firmament Reproached* found curious energy readings and structures of unknown origin on the planet's surface, defying explanation. Upon sensor recalibration, even more structures deeper underground raised more questions. How could a world so bereft of life be producing such unusual data?

A force was drafted and dispatched to assist an investigation, while also under orders to secure the planet if the research was deemed of 'use' to the Imperium. The brave young men and women were mostly conscripts with little training and like so many others in the Imperial Guard, entirely expendable. Their leaders were officers who had been unfortunate enough to irritate their superiors, such missions being ideal disposal grounds for those deemed to have become cocky and overconfident.

Once basic scans were completed by their vessel, the *Eternal Vigilance*, it became clear that significantly more specialised skills were required to thoroughly assess the situation. For such tasks the Imperium maintains the Adeptus Paleologos, a sprawling organisation deployed across a thousand planets to decipher information from the remnants of previous ages of civilisation.

With the archeo-team in transit, arriving some four months later, the 534th Infantry Regiment (AKA "The Desert Riders") made landfall and established Base Station Angelis. Located in a natural valley it was nestled deep in the planet's mountainous terrain, a truly fortified position. Attack was not expected but given the unknown nature of the structures even this preparation

was more than justified. Archeo-Team XLII (AKA "Fools Gold") made landfall in 431344.M35, expecting Angelis to be their home for the indefinite future, an expectation which would turn out to be all too apt.

Adeptus Prefectus Primus Magellan began work within days of arrival, dispatching a large number of different teams to gather data on the pyramidal structures. The strange geometry of the site fascinated him, but despite his perseverance he was unable to determine their contents. Thus began many months of excavation work, in an attempt to find the root of the energy spikes and discover what lay beneath these vast alien pyramids.

On the final day of normality a breakthrough was made – a Necrontyr sarcophagus was uncovered, the fact of which was to be immediately reported to Terra. That was the intention, but attempts to reach Dolumar IV met with silence, then static. Unbeknownst to Magellan, cataclysmic warp storms had begun, signalling the end of life as it had been known to the inhabitants of Base Station Angelis.

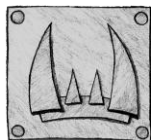
These storms brought with them the Ork hulk, screaming through the atmosphere and dragging the *Eternal Vigilance* down with it. It would be over six millennia before any Imperial Vessel could reach the planet.

## 2. Lockdown

Within the command centre of Base Station Angelis the first sign that something was amiss came when the communications line spewed garbled static nonsense from the *Eternal Vigilance*. The comms officer on duty, Lieutenant Fielding, had sent a junior engineer outside to check the relays before the full magnitude of the problem hit him. Whilst there was silence from the heavens, sub-orbital sensors were going supernova. Saying a silent prayer to the Emperor, Fielding notified command.

The commander was faced with one of the hardest decisions of his career – attempt a rescue of the paleo-





team with failing communications, a half trained platoon and the wrong equipment for the operation or institute a total lockdown, and watch the planet burn as the static turned to screams. Perhaps out of personal attachment to his own skin he ordered Protocol 8 to be initiated. As everyone headed to ground the Hulk broke the upper atmosphere, charring the sky a choking, toxic black. A bright blue fireball marked the heavens as a massive piece of the *Eternal Vigilance* tore a hole in the sky as it made its way earthward, leaving other pieces hanging limply in the sky. With the occupants safely inside, the deadbolts engaged, and the base was sealed.

Even in this secured state large sections of the base were reduced to wreckage as the force of the impact hit. Mountains shifted and buckled under the blast, penning the base in, although this was the least of the 534th's problems. The Hulk brought with it millions of tons of chemical waste, much of it extremely radioactive, hurling it into the atmosphere and blighting the surface and sky alike. A planet that had been an arid wasteland had somehow become even more hostile.

It was expected that the dust would settle and thus the lockdown lifted quickly, but as the sensors slowly came back online it became clear that this would not be the case. Portions of the base had endured the cataclysm more or less intact but in other areas there was extensive damage, most critically in the communications centre, almost swallowed up the quaking terrain. The huge antenna array had been wrenched free of its supports and crushed the rest of the section, exposing it to the full horror of the planet's elements. Isolated and lacking the facilities to rebuild or repair their uplink, the 534th were truly alone.

Having assessed the worst of the damage, attentions were turned to the situation outside. At first the readings seemed unbelievable; the surface was so contaminated that it would be generations before the outside would be habitable. High Command was

incredulous, unwilling to accept the state of affairs and so probes were dispatched to provide definitive data.

The return of the probes was awaited with bated breath and once they were safely inside engineers pored over them. As it turned out, this was the last mistake they would make; the toxicity of the outside was such that the exterior of the probes were more radioactive than anyone could've thought, slowly killing all that came into contact with them over a period of several days.

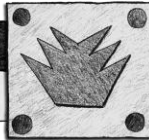
Faced with such a bleak situation, command did what it could, maintaining discipline and routine to prevent a breakdown in morale. As the weeks passed into months it became clear that plans needed to be made for the long term and so construction work began. Larger spaces were excavated in the rock below the base; hot springs were discovered allowing farming and geothermal power. Isolated sections of the base rejoined the rest of it and brief respite was found from the despair. Months became years and years became decades and a new generation was born with a society growing around the base's different communities according to their individual specialty.

### 3. One Small Step

In time the readings showed that it might be safe for brief scouting of the outside. Those who ventured forth had been born on the base, as had their parents, with no concept of "outside", beyond the words of the few remaining elders. The five who stepped out did so in heavy protective suits, half-blind by the bright daylight, with excitement and fear in their hearts. Only a few minutes passed before they returned and their clothing was destroyed immediately, but their survival created incredible hope for the future.

The excitement was somewhat short-lived as excursions remained short as the risks were not unsubstantial, but over time the lockdown began to be lifted. With this new facility it became possible to finally





examine and attempt repairs on the exterior damage the crash had created, with the exception of the comms centre. The entire section and the equipment that had been there was destroyed, decayed, or irradiated. Salvage and research were now the only options.

Inevitably the track that had once been the only entrance and exit to the base became a priority and clearing it in full protective gear was a painfully slow task. However, after over a year of hard labour a path was cut through the rock and wreckage, just wide enough for a man. Stepping through and surveying the landscape made it evident that the crash had left a lasting impression on the surface of Angelis. Where there had been hills there were now valleys, sitting between new peaks. The Base had full mapping data for a thousand miles surrounding their valley, but very little of it was still accurate. Without bearings in a barren wasteland, expeditions were necessarily risky to find their way out from the maze of identical canyons. The hope was that perhaps part of the *Eternal Vigilance* had survived with intact or salvageable communications equipment, but finding it would be challenging to say the least.

Reconnaissance teams were assembled, equipped with mapping devices and hazard suits, they were sent out into the desert to bring back vital data. It was during one of these mapping missions that the world changed for the 534th. On an open plateau a relative distance from the base, one team encountered survivors and they were unfortunately just the first. These poor souls were the descendants of those who had lived through the fall of the *Eternal Vigilance*, but at a great cost. Their features were twisted, their bodies abominable affronts to the purity the Emperor demanded. Thinking it an act of mercy the team fired on the creatures as they slunk back to the shadows in fear. This would be the first and only outside contact for decades, but a rifle became part of the standard mission pack for anyone venturing outside. If those things had survived, then there could well be far worse monstrosities out there.

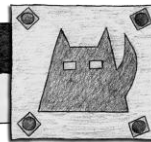
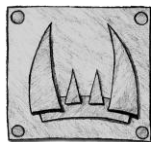
Mapping efforts proceeded but the distance became increasingly problematic. No sooner had a field team reached its designated region before needing to begin the arduous journey back. There was considerable deliberation before it was decided that an outpost would be required. The engineering and logistics corps were tasked with making it a reality, a job they were more than capable of, given time. Large concrete sections were created and dragged by groups of men under the planet's two blazing suns for miles at a time, before being assembled onsite. Construction took the best part of a year, but upon completion the new outpost was able to provide safe shelter, provisions, and where required, protective suit repairs.

Life continued without event for several months until one slow afternoon when all hell broke loose. The sound of alarms and weapons firing could be heard from miles around the outpost. All who defended their base in the siege were loyal to The Emperor, but all were cut down. To their credit the defenders at the outpost did kill a few of the attackers, but ultimately they were not the victors. A returning recon group discovered the grisly scene and managed to extract a few last words from one of their dying comrades – “greenskins”.

## 4. Silent Cartographers

With no other experience to go on the men turned to their archives which held accounts of any number of Xenos races their forefathers had encountered. What they learnt of the Orks chilled them to their bones – these creatures were out there. Just one greenskin would mean a swarm of them, and they were aware of at least a dozen. Work needed to continue but firm discipline was required to maintain order. Resources were diverted to producing weaponry to deal with potential threats, as much of the old weaponry had been in the exposed section of the base for a considerable length of time. Over the following decades





there were encounters with the Orks but in the majority of cases they were easy to evade, their defining quality being their lack of subtlety.

Nearly 15 cycles had passed before it was deemed safe outside to begin using vehicles on a regular basis. Up until now, foot patrols had always been used for fear of turning their entire vehicle stock into giant radioactive batteries that would slowly poison everyone on the base. Indeed a marked drop in radiation inconsistent with the decay of normal isotopes had been observed in the years since they had begun sending probes and men out to test the levels. No one however was deeply concerned about something that made their lives that much easier. Finally retiring the base's stock of hazard suits was a momentous occasion and mapping efforts were redoubled with the speed and evasive ability now afforded to the units; wider areas were mapped in a single day than would have been in a month on foot.

With a handle on the surrounding area and with clear orders to avoid the massive Ork encampment that had sprung up during their self-imposed quarantine, the Dust Rats turned inwards again, looking at the shattered remains of their comms equipment. While the archives had data on many important pieces of information to their survival the specifications required for a communications tower capable of reaching the Imperium without the need for an orbiting ship to relay the communications were steep indeed. The pitiful base transmitter they had cobbled together would need to be more than a thousand times more powerful to even hope of contacting a ship nearing the sector. Not to be defeated however, the commanders set the engineers and scientists to their task. Working from incomplete archives and rediscovering first principles, they began their efforts to determine exactly what was needed for a transmitter that would be able to signal their desperate need for assistance. The conclusion was simple: They needed to salvage as many of the parts scattered across the desert as they could. With the greenskins already building some kind of monolith out of junk in the centre of their town, the commanders of

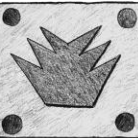
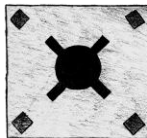
the bases issued the order to prepare for war. If the broken remains of the crashed ship were their only hope, then they would fight with every breath in their bodies until it was theirs.

Building up the settlement and acquiring a steady stream of materials became paramount, which began with the authorisation to deploy the SSV class vehicles, relics left behind from their ancestors wish to dig into the earth. Instead, they would become instruments that would take them to stars once again and free them from this terrible, arid wasteland. At the same time, the salvage operation was divided up across the base. The weapons sheds that would become the armoury took a percentage to make new ammunition and weaponry to replace those lost in raids or damaged through neglect. The engineers began to melt down the metal, forging it into the struts and tower supports that would be needed for their new communications tower. The Science Corps, the descendants of the Paleo-team who hadn't been sealed into the pyramids during the cataclysm, began to sift for the smaller electronic parts that were often discarded by the greenskins for having no immediately discernable purpose, hacking together crude transmitters and experimenting with signal amplification. Anything spare went to fortifications, building up not only the main base, but also the outposts that saw the most frequent assault by the greenskins.

## 5. Hot Zone

At the present time, the Dust Rats have stripped most of the desert near to their base of anything useful. As more and more salvage missions return empty handed, command has been forced to reconsider their position on avoidance when it comes to the greenskins and the mutants. Over the mountains and past the Ork settlement sits the crash site of the Orks' ship. While they worry that the greenskins cannibalization of the ship may have resulted in the salvage being unusable





for their purposes, the situation has reached a breaking point. To give up now would be to fly in the face of all their efforts over centuries. Their ancestors and their Emperor would look upon them with disgust for their failure.

New orders have once again been handed out. Units are now authorized to enter the hot zone around the crashed spaceship carcass and begin salvage as quickly and effectively as possible. Recon squads of bike mounted soldiers sweep across the scar on the surface, noting the position of promising pieces of equipment and then returning to give the locations to the recovery units. The most recent reports suggest that parts of the *Eternal Vigilance* have finally been discovered, fiercely guarded by their mutated brethren. A full assault would be suicide, but in time any problem can be overcome.

This is where the future is made, with young men and women standing ready to go out into the Dust and beat the greenskins back to claim the tools they need to survive.

## Enlisting for service

Creating a Dust Rat mob (or “unit”) isn’t hard but there are a few rules that must be adhered to. Firstly, there must be at least three warriors in the unit, although that may include the leader. Secondly, no more than a third of the unit may consist of Planks. Thirdly, they must have enough vehicles to transport them all – this doesn’t mean they have to have specific vehicles, just as long as they can all get around. Lastly, Dust Rat mobs have 100 teef to spend initially, just like all the other mob types.

There are four kinds of Dust Rat warriors available for hire: Commanding Officers, Veterans, Grunts, and Planks. In terms of transport there are three vehicle types: Bikes, Light Recon Vehicles (LRVs), Support and Salvage Vehicles (SSVs).

### Commanding Officer

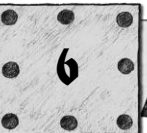
All Dust Rat units must be lead by a Commanding Officer (“CO”). With a firm knowledge of command through a strict education in leadership and tactics, Commanding Officers have a lot to live up to. A Dust Rat mob can only have one Commanding Officer.

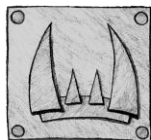
### Veterans

Veterans are seasoned fighters who are not drawn to command, instead preferring to specialise in their field and leave the decisions to the Sergeant. Veterans are invaluable for providing support for the unit although their methods and armament varies. A mob can have a maximum of one Veteran.

### Grunts

Grunts are ordinary Dust Rat warriors, either in their final year of mandatory service, or having





chosen to re-enlist. Grunts are sturdy and dependable and usually form the core of any Dust Rat unit.

SSV, although some prefer to acquire one later in their career and spend the savings on equipment.

## Planks

At the age of eighteen all able-bodied Dust Rats are required to enter military service for three years. They may choose (up to a point) which unit they are to join, drawing adventurous spirits to the more active and aggressive units. Whilst they lack experience and grit, they are eager to prove themselves and earn the respect of the unit. No more than a third of a Dust Rats mob can be made up of Planks.

## Bikes

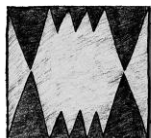
Dust Rat bikes differ from Ork and Digga bikes in that they have two wheels rather than a wheel and a track. Most are fitted out to handle very rough terrain at high speed but they are considerably more fragile than anything the greenskins put together.

## Light Recce Vehicles

LRVs, or "Recces", are weakly armoured wheeled vehicles used primarily for their manoeuvrability. Usually able to carry four to six Dust Rat warriors, these small trucks are excellent for quickly recovering scrap from the desert due to their light weight; unfortunately this does mean they are highly vulnerable to both enemy fire and ramming.

## Support and Salvage Vehicles

SSVs are large wheeled or tracked vehicles used by Dust Rats to carry the majority of the scrap they find, provide transport, and lend supporting fire should it be required. Whilst better armoured than the Light Recce Vehicles, they are not built for speed. If possible Dust Rat units start off with an







## Dog Tags and Callsigns

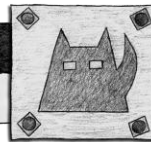
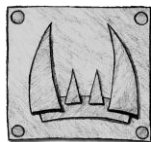
Dust Rat units are made up of warriors with names and it's up to you to name your guys. We've included a list to get you started, but you can of course name them whatever you like. Similarly vehicles often have nicknames and the unit itself is going to need a name too. Have a good think about what you're going to call your guys – the characters that emerge from the ranks over the course of a campaign are one of the best bits!

Unit names can be anything from simple designations (like "Whiskey Delta 4") or names drawn from old movies and military ops (like "Able Company" or "Easy Company"). Units occasionally start with a designation and gain a unique nickname. For example a group may start with a simplistic name like Sierra Romeo Three but as they become specialised in perhaps destroying vehicles they go up against they might gain a nickname relating to that.

Argyle	Gharan	Quentin
Asher	Graf	Quinn
Astor	Grauer	Regis
Bastonne	Graydon	Reiv
Black	Gregor	Renik
Bragg	Hal	Rock
Bren	Hancock	Rolko
Brimmock	Harker	Runo
Brogan	Howe	Russ
Calyon	Ibram	Sark
Conroux	Irik	Saul
Craydon	Isaac	Seydewitz
Creed	Jenkers	Shanke
Daga	Kahris	Simm
Dage	Keller	Skol
Daggat	Kolsvar	Soehern
Demetrius	Konik	Sol'
Demus	Lars	Soloman
Dennis	Lewis	Sykes
Deron	Lorre	Togan
Destraine	Louregant	Ty
Dook	Malloy	Tyrokis
Elgan	Malone	Ulrik
Enderson	Marb	Valten
Farray	Morris	Vand
Feddik	Nolan	Victus
Fredericks	O'Hen	Vigo
Gant	Oscar	Volko
Garvon	Paskal	Walt
Gator	Pengal	







# Troops for Deployment

It's time to recruit your Dust Rat unit. The listings below should give you the details you need. If you're confused at all, have a look at "Mob for Hire" on pg. 24 of *Da Uvver Book*.

It's probably worth reminding you that your models need to reflect the weapons and equipment you've chosen. It may seem pointless busy work to some players, but battles run considerably more smoothly if there aren't constant interruptions to check what your opponent or your own warriors are armed with. By having models with appropriate weapons clearly visible it just takes a glance to know what you're up against, plus they look pretty damn cool too!

## Disposition of Forces

As mentioned earlier, you start with 100 teef and can spend them on whatever you like, as long as you stay within the rules (see below). You are not required to spend all your teef, you may save as many as you wish and add them to your Teef Hoard for use whenever you see fit.

## Enlisted Men

**Minimum 3 Warriors.** A mob must have at least 3 warriors including its Commanding Officer.

**Commanding Officer.** Your mob must include a Commanding Officer to lead your unit.

**Veterans.** If you wish, you may recruit one Veteran.

**Grunts.** There's no limit on Grunts, include as many as you wish.

**Planks.** Up to 33% of your warriors can be made up of Planks.

**Bikes, LRVs, and SSVs.** Your unit needs enough transport to carry all its members, but there is no limit on how many vehicles you may include.

## COMMANDING OFFICER

Cost to recruit: 10 teef

To those who show themselves to be a little stronger, a little faster and a little smarter than the average meatshield out on the battlefield, Field Command selects them for a programme instructing them in advanced tactics, the subtler arts of war and a heapin' pile of responsibility. Charged with keeping as many young lives safe as possible, the COs are often more grim than the lower ranks of the mob, but even more determined in combat.

**M WS BS S T W I A Ld**

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**Weapons:** Commanding Officers are assumed to be armed with a knife and can be equipped with anything from the Hand to Hand, Gunz, Armour, Grenades, and Veterans lists in the Dust Rats armoury.

**Leadership:** Your leader only becomes a fully fledged Commanding Officer once he has won a fight or survived two battles. His Leadership then rises to 8 automatically.

## VETERAN

**0 - 1**

Cost to recruit: 9 teef

Veterans come from a variety of moulds. There's the soldier who still lives for the rush of surviving on his wits and guts, the career soldier working his way to officerhood and the consummate survivor who's determined not to let any more of those damnfool kids get themselves killed than is absolutely necessary. You may include one veteran in your mob.

**M WS BS S T W I A Ld**

4 4 4 3 3 1 3 1 7

**Weapons:** Veterans are assumed to be armed with a knife and can be equipped with anything from the Hand





to Hand, Gunz, Armour, Grenades, and Veterans lists in the Dust Rats armoury.

**GRUNTS**

Cost to recruit: 5 teef

Having seen some actual combat and probably well into their mandatory tour of duty, these jarheads are the bread and butter of any Dust Rat unit. Their increased access to the armoury has given them time to hone their shooting skills to make even a small group an effective fire team.

**M WS BS S T W I A Ld**

4 2 4 3 3 1 3 1 7

**Weapons:** Grunts are assumed to be armed with a knife and can be equipped with anything from the Hand to Hand, Gunz, Armour, and Grenades lists in the Dust Rats armoury.

**PLANKS**

Cost to recruit: 2 teef

These rookies are fresh out of basic and still wet behind the ears. However a hard program of pushups, rifle drilling, formation marching, more pushups and field exercises have left them at least able to follow orders.

**M WS BS S T W I A Ld**

4 1 3 3 3 1 2 1 7

**Weapons:** Planks are assumed to be armed with a knife and can be equipped with anything from the Hand to Hand, and Gunz lists in the Dust Rats armoury.

**Vehicles**

**Bike – 8 Teef**

**Light Recce Vehicle – 15 Teef**

**Support and Salvage Vehicle – 20 Teef**

**Equipping Your Unit**

When first deployed into the field, a Dust Rat CO can't just requisition anything he likes; first he has to prove that his squad can get the job done with the bare minimum. Field Command will then authorise some of the bigger, louder and more destructive toys for his boys to get their hands on. As a result, you cannot have any Kustom Jobs or Gubbinz fitted to your weapons and vehicles or buy anything from the Equipment List until you return from your first mission and the list below reflects this. There is no need for you to have been successful, merely to return alive. Certain items carry a level of prestige and are only issued to NCOs (and anyone higher). This is reflected in the list below as a few items are in italics; these may only be equipped by warriors with 81+ experience points (i.e. Sergeant level).

**Vehicle Armaments**

LRVs and SSVs can be fitted with a weapon from the Big Gunz listing only. The Dust Rat Engineering Corps does not fit twin-linked weaponry to vehicles considering it pointless busywork. Bikes cannot be armed with anything.

**Drivers and Gunners**

The drivers and gunners for vehicles must be nominated when the vehicle is first acquired and are then permanent unless ousted by a challenger (detailed under the "Dust Rats In Campaign" Rules). Should a driver or gunner be unavailable (such a due to physical therapy, capture, or an old battle wound) then another member of the unit may take the position permanently without a struggle.





# Equipment List

## Hand to hand

Revolver	2
Machine Pistol	3
1-Handed CCW	1
2-Handed CCW	2
Chain/Flail	1
<i>D.E.W. Pistol</i>	3
<i>Flintlock</i>	4
<i>Sword</i>	3

## Big Gunz

Heavy Machine Gun	15
Recoilless Rifle	13
Slug Thrower	15
Incinerator	8

## Gubbinz

Advanced Suspension	5
Air-Bag	2
Bullbar	5
Cargo netting	3
Extra Armour	4
Fuel Injection System	6
Loadsa Ammo	1/4 Weapon cost
Scrap Magnet	5

## Gunz

Carbine	3
Shotgun	3
<i>D.E.W. Rifle</i>	5
<i>Long Rifle</i>	9

## Grenades

Frag	3
Krak	5

## Armour

Combat Vest	2
Ceramic Inserts	5
Blast Plating	5
Ammo Webbing	5
Backpack Frame	5

## Equipment

<i>Tactical Helmet</i>	8
Exposed D.E.W. Mags	1/2 Weapon cost
Stinger	4

**Note:** Items in *italics* may only be purchased by warriors of Veteran level or above (i.e 61+).





# Dust Rats Special Rules

## WEEDY OOMANS

Dust Rats are not fortunate enough to have the leathery hides Orks have, nor the ability to consider the loss of an arm a minor inconvenience for that matter. As a result of this Dust Rats are subject to precisely the same rules of Pinning as Diggas (see pg. 20 of *Da Roolz* and pg. 12 of *Digganob*).

## DUST RAT WEAPONS

Dust Rats use their own weapons and will never use any other faction's equipment and equally their gear cannot be used by any other side. Should Dust Rat weapons be captured they may be sold for half their purchase cost.

# Dust Rat Vehicles

## Bike

There is a list of standard deployment gear given for all kinds of scenarios that the Imperium has built up over years of computer simulations and accumulated tactical data. As a result, when the original deployment to Angelis was undertaken, previous data suggested that in order to facilitate rapid reconnaissance a particular bike-type was ideal for the environment. The DR-170C or "Dust Rat" motorcycle, manufactured on Tigrus, a forge world several systems away is a light, durable and exceptionally fast motorcycle designed to cope with harsh desert landscapes and shifting sand dunes. Given adequate training, a Rat can cover a massive amount of ground solo without compromising his ability to escape danger should he happen across it. Coveted by many of the younger members of the military corps, officers have been known to keep these bikes for the

entirety of their active service life, giving them loving maintenance and care.

This bike also inspired the informal nickname that the units have for themselves as whole. Given the feeling that many soldiers spend their lives speeding around the desert, being hunted like vermin by the greenskins, it seemed like the natural choice to describe anyone who headed out into the field.

Bike movement works in precisely the same way as an Ork bike, i.e. 6" of movement under gas engines and 6" using thrusters, the first thrust does not require a test (see pg. 33 of *Da Roolz*). However, unlike an Ork Bike, Dust Rat Bikes ignore difficult terrain and treat very difficult terrain as difficult ground.

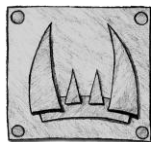
The hit location damage work in precisely the same way as an Ork Bike (see pg. 64 of *Da Roolz*), except the armour values are listed below.

Score Armour Location			Score Armour Location		
1	0	Crew	4	7	Wheels
2	7	Wheels	5	6	Driver
3	7	Gubbinz	6	8	Engine

## Light Recce Vehicle

The Imperium of Man has a large repertoire of vehicles adapted to a huge number of differing terrains. As a result, the basis for most of their vehicles is an incredibly tough chassis that's designed to keep rolling whether it's moving through snow, sand or across the crust of a recently cooled lava lake. However the Imperium's strategy of using soldiers en masse means that these vehicles aren't deeply committed to keeping their occupants alive. While they soak up small arms fire like a sponge, they fall apart when presented with anything bigger than a rifle.





Several hundred years later the working stock of LRVs are mostly copies of the originals mixed with cannibalised parts, leaving them in an even more precarious position as spare parts run low and Ork weaponry gets more deadly. The boys in motor pool do their best and strictly off the books have come up with a number of useful enhancements that make them a bit safer, a bit quicker and a little more efficient at reducing the Greenskins to a pile of twitching goo.

LRV movement works in precisely the same way as an Ork truck, i.e. 6" of movement under gas engines and 6" using thrusters. The hit location damage work in precisely the same way as an Ork truck (see pg. 62 of *Da Roolz*), except the armour values are listed below.

#### Score Armour Location Score Armour Location

1	6	Crew	4	7	Wheels
2	7	Fixed Weapon	5	7	Driver
3	7	Gubbinz	6	8	Engine

## Support and Salvage Vehicle

As a part of the Paleo-Team who were set to dig into the pyramids, a large fleet of transport battlefield salvage pattern trucks were deployed to the base in order to carry the hopefully large quantity of salvage and artefacts back to the base for extraction. As the hulk crashed through the atmosphere and knocked the *Eternal Vigilance* earthwards they had yet to be deployed as the excavation was still in its early stages, resulting in the entire fleet of trucks being sealed in deep storage.

The boys in motor pool have added additional armour and modified the trucks to make them useful for backing up the high speed LRVs and allowing units to have greatly extended mission durations and ranges by carrying extra supplies, water and ammunition with

them. However, these trucks are several tonnes of steering resistant metal and as a result, are much more difficult to control at speed, something made no easier by the extra armouring and weaponry bolted onto to these repurposed behemoths.

These large vehicles are almost as large as an Ork truck, often exceeding them in length. Their heavy armour makes driving them quite a skill and it takes them some time to get up to speed. Once moving at speed it becomes increasingly difficult to slow them down and even the most experienced drivers sometimes have trouble regaining control.

Dust Rat SSVs count as Ork trucks for all rules except movement, as detailed under SSV Movement. The hit location damage work in precisely the same way as an Ork truck (see pg. 62 of *Da Roolz*), except the armour values are listed below.

#### Score Armour Location Score Armour Location

1	9	Crew	4	8	Wheels
2	9	Fixed Weapon	5	9	Driver
3	8	Gubbinz	6	10	Engine

### SSV Movement

SSVs have two kinds of movements, just like Ork vehicles – gas engines and thrusters. The term "thrusters" here does not necessarily mean the vehicle has an actual booster system, merely higher gears that can be reached by sustained acceleration, but any damage to thrusters occurs just as it would for an Ork vehicle.

Under gas engines an SSV may move up to 4" and make two 45° turns (see pg. 31 of *Da Roolz*). Thrusting works as follows – the first successful thrust





is up to 3", the second up to 4", and the third (and any subsequent thrusts) up to 5".

Once the vehicle is up to full speed it becomes difficult to slow down again, represented in-game by the fact that if an SSV thrusts it must move at least 2" next turn before it can move as normal (so it could then turn or move the rest of its gas engines move, i.e. 2").

The driver may attempt to regain control before then by passing a leadership test, which will allow the SSV to move as normal. Should he fail the leadership test the SSV will move forward D6" and swerve, ending the vehicle's movement automatically.

# Dust Rats Armoury

## Hand-to-Hand

### One-Handed Close Combat Weapon

Close combat is unavoidable in the deserts of Angelis and whilst knives and knuckledusters are popular, it's usually a good idea to carry something a bit more substantial. A one-handed close combat weapon could be just about anything, but it's commonly something like a foldable entrenching tool, a baton or a large blade, such as a cleaver.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
Close	Combat	-	-	As User +1	Varies	1	N/A

### Two-Handed Close Combat Weapon

Wielding two single-handed weapons gives versatility, but for pure brute force a larger weapon is just the ticket. Sledgehammers and axes are the most common double-handed weapons but are far from the only ones used in the field.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
Close	Combat	-	-	As User +2	Varies	1	N/A

**Special Rules.** Loses draws.

### Machine Pistol

When it comes to laying down fire at close range there are few weapons better than a machine pistol. Whilst lacking the stopping power of a flintlock the high rate of fire more than makes up for it.





Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
6	8	+2	-	3	0	1	4+

**Special:** 1 sustained fire dice.

### Revolver

They may have their drawbacks but service revolvers have saved more than a few Dust Rats over the years. This trusty sidearm is tough, reliable, and if you're out of ammo, you can always hit them with it.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
6	12	+1		3	0	1	4+

**Special:** 1 sustained fire dice. One turn to reload.

### D.E.W. Pistol

While the Dust Rats lack the heavier energy weapons that were aboard the *Eternal Vigilance*, they do have a sizeable stock of the older but more reliable directed energy weapons. Those in the field have numerous other names for them, including lasguns, phasers, flashers and fryers, but the overall effect is the same: an intense beam of light sure to ruin the day of anyone who gets in the way.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
6	8	+2	-	3	0	1	3+

### Flintlock

Flintlock pistols are primarily ceremonial weapons but they are sometimes carried in the field, often as status symbols. A well aimed shot from one will stop just about anything in its tracks, which is just as well, given how long these weapons take to reload!

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
5	-	+2	-	5	+1	1	4+

**Special:** One turn to reload. Knockback.

### Sword

A variety of styles of sword are favoured amongst experienced Dust Rat fighters but all do the same thing ultimately - dispense quick, elegant death. The skilled warriors who wield them often use them to parry and block their opponents blows, creating a nigh on impenetrable wall of steel.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
Close	Combat	-	-	AU +1	Varies	1	N/A

### Special Rules

**Blocking With A Sword.** A warrior using a sword can use it to parry an attack in the same way a warrior blocks with a shield. If the warrior's opponent is using a shield then neither can block.

**Special:** Special Block.







# Gunz

## Carbine

These automatic rifles are extremely popular with Dust Rat field teams and are produced in huge numbers throughout the bases. Their reliability and versatility makes their widespread adoption easily understandable.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
12	21	+1	-	3	0	1	4+

## Shotgun

Dust Rat carbines are excellent for taking out targets at range but once opponents get a little closer a shotgun is easily worth its weight in gold. Firing heavy slugs and buckshot these brutal boomsticks think nothing of laying out a fully grown Ork in a single blast.

Dust Rat shotguns have the same statline and special rules as Ork Kannons, including the limitations on Kustomisin' (see pg. 54-55 of *Da Roolz*).

## D.E.W. Rifle

While the smaller pistol model of this weapon has many advantages when an Ork is rampaging towards you, the rifle version comes equipped with an impressive targeting computer built into the extra space inside the rifle, allowing any warrior with a few seconds to draw a bead the opportunity to put a neat smoking hole in something further away than the end of their own nose.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
12	24	+1	-	3	0	1	3+

## Long Rifle

Epitomising the strength of the advanced technology that the Dust Rats possess, this allows them to inflict critical damage upon anyone they like without placing their warrior in any kind of danger whatsoever. Some snipers prefer to work alone, flitting from place to place as befits the situation, others like to dig in with a spotter and rule the battlefield from a single location.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
16	32	+1	-	4	-1	1	6+

# Grenades

Dust Rats use grenades just like the Muties. The rules for these grenades can be found on pg. 66 of *Digganob*.

# Big Gunz

## Incinerator

Difficult to maintain and finicky to use, one would be forgiven for not understanding why any unit would want to use a flamethrower. After seeing one lay waste to vehicles and leave mighty warriors screaming in agony there would probably be no confusion.





Incinerators have the same statline and special rules as Ork Scorchas, see pg. 56-57 of *Da Roolz* for details.

# Armour

## Heavy Machine Gun

Capable of spewing hot lead at a frightening speed these weapons are just as popular with freshly formed units as with grizzled veterans. A decent machine gun can be very versatile and serve any Dust Rat unit well.

Heavy Machine Guns have the same statline as Ork 'Eavy Shootas, see pg. 56 of *Da Roolz* for details.

## Recoilless Rifle

Ork vehicles are notoriously tough and so the engineering corps devised the recoilless rifle. The explosive rounds this device dishes out are more than adequate for dealing with enemy armour, be it on a truck or a fort.

Recoilless Rifles have the same statline as Ork Rokkit Launchers, see pg. 56 of *Da Roolz* for details.

## Slug Thrower

Slugthrowers are the bigger brothers to heavy machine guns, although their name is somewhat of a misnomer as they actually fire explosive tipped shells. Excellent against warriors on foot and vehicles alike, these are deployed in both offensive and defensive roles and are favoured by many units for this very reason.

## Combat Vest

Woven from ultra tough fibres, this vest catches small arms fire quite well, even if it doesn't stop the feeling that your ribs are slowly being beaten on by an Ork with a hammer. Planks are never issued their own jacket at first - they've got to prove they are worth keeping alive before they can get one.

A Combat Vest bestows a 6+ armour save on the warrior wearing it.

## Combat Vest Attachments

The vest has the capability to attach numerous attachments but adding more than one seriously hampers the movement of the warrior wearing it and is generally forbidden in field teams.

## Special Rules

Combat Vest Attachments are transferable. For example, if you have a warrior with the Ceramic Inserts upgrade and you want to change that to Blast Plating you could then give the ceramic inserts to another member of the unit wearing a Combat Vest.

## Ceramic Inserts

Repurposed from a large supply crate of extra plating for spacecraft, these ceramics have been cut down to fit neatly inside a combat vest. This greatly enhances the ability of the vest to stop bullets (by shattering them) and to disperse the heat from energy weapon blasts.

## Special Rules

Grants 5+ armour save

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
20	40	-	-	6	-2	D3	6+





## Blast Plating

These bulky attachments are angled so that explosions and fire are impeded from actually reaching the torso and face preventing the wearer from being killed by grenades and flame-based weaponry.

### Special Rules

In addition to the normal 6+ save conferred by the Combat Vest, Blast Plating grants a 4+ armour save against template weapons.

## Ammo Webbing

These hooks and clips allow the warrior to keep a set of spare ammunition for his chosen weapon within quick access during combat. While Dust Rat vehicles normally have spare ammunition in them, it's usually kept under lock and key and isn't accessible during combat. This allows a warrior to keep up the fire even under the duress of combat.

### Special Rules

The Rat can ignore his first failed Ammo Roll of a match.

## Backpack Frame

This system of straps and netting allows a warrior to easily put a useful piece of tech or scrap into it and still be able to move without any real impediment. This allows the Rat to get out of the way of potentially lethal fire without sacrificing the need to recover valuable objects.

### Special Rules

Removes the movement penalty when carrying scrap. The model may still only carry one scrap counter. See pg. 89 of *Da Uvver Book* for more details on scrap counters.

# Equipment

## Tactical Helmet

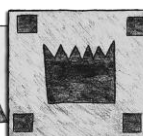
These helmets are a rarity amongst the Rats but they serve a very useful purpose to improve the potency of the sharpshooting of the veterans of the Rats mobs with a HUD interface that marks targets. This helmet increases the **Short Range** and **Long Range** of a ranged weapon held by a Rat equipped with this item by 2". Only veterans may purchase this item from the Quartermaster.

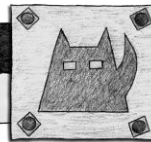
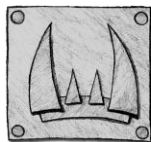
## Exposed D.E.W. Magazines

The D.E.W. has been modified to allow the solar cells on the clip to be exposed to Angelis' harsh sunlight. The weapon now fires with a Sustained Fire dice rather than a traditional single shot. This has the effect of making the weapon prone to catastrophic overheating - if you are required to take an ammo roll and subsequently roll a 1 the weapon automatically explodes, inflicting a S3 hit on the warrior although armour saves still apply (this overrules the Exploding Weapons rules on pg. 47 of *Da Roolz*). Should the weapon explode it will be unusable for the rest of the battle but will be repaired before the next game.

## Stinger

This piece of non-standard equipment was first conceived after a retreating SSV was under attack by a pursuing Ork truck. In order to try and speed up the lumbering truck, the grunts on board began shoving the collected scrap off the back to lighten the load. Imagine their surprise when a large chunk bounced under the wheels of their pursuers, ripped the front axle in two and sent the truck careering into a nearby rock spire. Ever since, spare metal has been made into stingers.





These twisted, interlocking pieces of spiked metal and sharp corners shred tyres and ruin bodywork of vehicles that pass over them. Stingers are relatively uncommon as all scrap metal is usually used immediately for some purpose and as a result the armoury will only ever issue one at a time as they are costly both in supply and labour terms.

When purchasing a Stinger the unit only receives one - much like the supply rules for Mutie Obliviators as detailed on pg. 72 of *Digganob*. Due to the highly disposable nature of the item its cost does not contribute to the unit's mob rating.

Stingers may only be deployed by warriors who are not currently on a vehicle. To deploy a Stinger, place the Stinger Template in front of the model. This action is done during the shooting phase or whilst on overwatch. Using a Stinger counts as the warrior's shooting for the turn.

The Stinger template then remains on the board for the duration of the game until crossed by a vehicle. Any vehicle which crosses the Stinger Template must immediately roll on the Thruster Buster Table and once the result is resolved the vehicle is immobilised and the Stinger is removed from the board. Should a vehicle only partially cross the template it will instead take a S4 +D6 hit against its wheels/tracks location and the Stinger is removed from the board as normal.

## [DIAGRAM PENDING]

*There will also be a template for the item. In the meantime, the Stinger template is 4" long and 1" wide, make your own.*

A foot model not in hand to hand combat may sacrifice its shooting phase to remove the Stinger from play. This effectively destroys the Stinger and it cannot be taken by the opposing mob or used in subsequent games.

## Gubbinz

### Air-Bag

Repurposed from their original life as flotation devices should a starship crash-land in a large body of water, these have been implemented to keep the driver's of Dust Rat vehicles alive, no matter what.

Rolling on the driver damage table is always at -1.

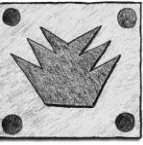
### Extra Armour

The legend of the first armour enhancement of the vehicles in motor pool has been passed down from mechanic to mechanic. The story goes that a young driver pulled up into the maintenance bay and tumbled out of his cab, grabbing a nearby wrenchhead and deliriously demanding that he better armour the vehicle because the upholstery was being ruined. As it turned out, this was from the blood leaking from a sizeable hole in the driver's chest. After he was patched up, the lads made him a welcome back present by making his LRV much more resistant to being shot. This gubbin functions exactly like Extra Armour Plates detailed on pg. 60 of *Da Roolz*.

### Bulbar

While ramming definitely isn't covered in the official handbook, these bulbar originally served the purpose of keeping a LRV in one piece if it struck a particularly





large piece of scrap or one of the many jagged rocks that dot Angelis' surface. It has been known when the chips are down and ammo is low, a driver will realise that the biggest weapon any of them have is the several tonnes of vehicle he pilots right now. This gubbin functions exactly as the Reinforced Ram detailed on pg. 61 of *Da Roolz*.

### **Loadsa Ammo**

Many a CO has been stymied on a mission by simple lack of ammunition when it comes to getting the greenskins to turn tail and flee. As a result, the wrenchmonkeys have turned every available nook and cranny on the vehicle into an ammo box. Many a plank has great trepidation when he hears his CO has requisitioned this upgrade as it means he is quite likely going to find his seat has been replaced with a box of live ammunition. This gubbin functions exactly as detailed on pg. 61 of *Da Roolz*.

### **Advanced Suspension**

A system of pneumatic shocks and gyroscopes helps vehicles with this enhancement keep steady even when moving across rough ground, allowing it to maintain speed without throwing its passengers from it.

Advanced Suspension works differently depending on whether it is fitted to a bike or an LRV.

An LRV with Advanced Suspension can move over difficult terrain without penalty. Very difficult ground is unaffected as per the rules on pg. 33 of *Da Roolz*.

Bikes already have excellent suspension and so Advanced Suspension grants them further advantages. Instead of moving over very difficult ground at half movement, they now move at half movement +D3".

### **Cargo Netting**

Getting off vehicles is rarely a problem but getting back on can prove difficult, particularly when under fire. To attempt to solve this problem extra handholds are attached to the armour of some vehicles, often in the form of cargo netting. This provides convenient points for a Dust Rat in a hurry to hold onto whilst being too small for Ork hands to benefit.

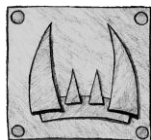
Dust Rats, Diggas, and Grots attempting to board a vehicle with Cargo Netting gain +1 to their Initiative tests for boarding (see pg. 43 of *Da Roolz* for details on Boarding Actions).

### **Scrap Magnet**

As the Paleo-Team' hauling trucks were Battlefield Salvage pattern they have a fitting for an electromagnet attachment in order to better lift heavy objects onto the bed of the SSV. This allows a crew member to collect scrap without exiting the relatively armoured safety of the vehicle is considered a great boon by command, but less so by the men in the field who find themselves the targets of the incoming shots instead.

To use a Scrap Magnet a vehicle must spend a turn stopped next to the desired scrap counter. During this time there must be a warrior manning the Scrap Magnet, lifting it from the sand and lowering it onto the vehicle. This allows a vehicle to directly pick up scrap - see pg. 89 of *Da Uvver Book* for more details on scrap counters.





## Fuel Injection System

After seeing several totalled Ork trukks and the fuel systems that drive them, the greasers in the workshops have come up with this strictly unauthorised and dangerous modification for LRVs and bikes to vastly exceed the maximum speeds shown in the maintenance manual for a short time. Concealed as an innocuous looking button somewhere on the vehicle's dash, this system pushes the engine briefly to its absolute limits. Using it more than once per battle is impossible for two reasons. First, engines that use it that often are prone to leaping out through the bonnet of the vehicles they inhabit and secondly, stopping to fuel up during a pitched battle is tantamount to a suicide attempt.

A vehicle with a Fuel Injection System may choose to deploy it at any time during its movement phase allowing it to pass a thrust test automatically. This does not need to be the first thrust test meaning it can be used as a reliable extra burst of speed in the middle of a series of thrusts should the player wish. This ability can only be used once per game.

# Dust Rats in Campaign

## Dust Rat Vehicles

As Dust Rat vehicles are allocated to field units rather than owned by them, certain things work a little differently from Ork vehicles.

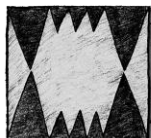
## Fixer Upper Vehicle Permanent Damage Result

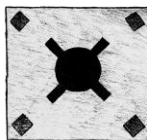
The Fixer-Upper result does not work the same for Dust Rats. Should they bring one of their vehicles back in such a state then the boys at the motor pool are not going to be best pleased, so much so that both the vehicle's driver and gunner (if it has one) must also miss the next battle to create a bit of good will in order to avoid losing access to their transport. They will be available for income purposes at the end of the battle, after they've made sure there's enough tea to go around and the floors are swept, of course.

## Fitting Gubbins

Getting customisations done on a vehicle isn't too tricky for most Dust Rat units, but COs have been known to trade their ration coupons to be bumped up the list, parts have been shipped to the wrong workshop and occasionally the wrenchheads are still too blind drunk from the illicit still they run out of an old LRV radiator. As such the Digga rules for this apply to Dust Rats precisely as detailed under "Fitting Gubbins" (pg 18 – 19, *Digganob*).

Finishing a mob





After many years of loyal service and a bundle of successful missions under their belts, units are often retired or broken up to form new units. The CO might go on to join the ranks of the High Command, lending his field-learned expertise to the planning of future endeavours. Veterans might retire to a more civilian lifestyle or be given young charges of their own to hone into fine young soldiers. Grunts routinely transfer between units when there is a need for extra manpower on certain missions.

There are even rumours that sometimes, when a unit has performed very well that they effectively disappear. These units become black ops, doing the dirty work that's too difficult, too specialised or just too damn unsavoury for the rank and file to do or even know about. Should a Dust Rat mob be foolish enough to go rogue, the first thing they'll know about how Command feels about it is the sound of a knife slitting their tent open at night...

Once your mob reaches a rating of 400 it's time to recruit a fresh Dust Rat unit and venture forth in search of adventure.

## Leadership Challenges: "I demand satisfaction!"

If a Grunt in a Dust Rat unit ends up with a higher Leadership score than the CO a leadership challenge will be issued. The Grunt feels he is a natural leader, easily superior to the unit's current one, and his firm feeling of loyalty to the unit compels him to attempt to assume command. This is one of the few times that hand to hand combat is seen within Dust Rat society as these challenges are fought with rapiers in accordance with tradition. Every officer receives formal training in hand to hand combat for this very purpose – an officer is a gentleman after all and must be able to defend his honour should the need arise. A challenge is not something to be taken lightly and it is not unheard of for the challenger to attempt to back out after laying down the gauntlet so it is the responsibility of one of

the settlement's enforcers to ensure they do not escape.

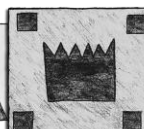
Originally such duels were fought until one of the participants was mortally wounded but over time it came to be seen as a waste of able-bodied men, resulting in the creation of the modern duelling code. Both warriors fight until one draws blood and is declared the winner, regardless of how minor the wound is. If the challenger is victorious then they will be immediately be required to enter officer training, assuming responsibility for their unit upon successful completion. Should the CO win then the challenger will be assigned hard labour as a punishment for insubordination, before being returned to their unit, perhaps a little wiser.

To fight a duel, place both models in base-to-base contact and work out a round of hand-to-hand combat. Neither warrior may use any of their normal equipment, instead they are both given a sword for the duration of the duel. Neither model counts as charging. The first model to inflict a wound is declared the winner. If a warrior goes out of action they are required to roll on the Serious Injuries table as normal, but treat results of "Captured" and "Bitter Enmity" as "Full Recovery". A result of "Gobsmacked" does not give anyone any income – Dust Rat teeth have no inherent value!

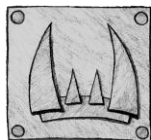
If the challenger wins then he has proven his abilities and is now the permanent CO of the unit and is called in for immediate training, missing the next game. Losing will result in the challenger missing the next game while he learns the error of his ways.

## Driver and Gunner Disputes

Once a member of the squad has established himself as a vehicle's driver, or claimed ownership of a fixed weapon, it's rare for them to be willing to give up their position and the prestige it carries. However, just because it's "theirs" doesn't mean another member of the unit couldn't do the job better, but they're not going







to just slug someone over the head like greenskin savages, that's not the way things are done by civilised people (and the MPs would have them banged up in the brig before they managed a second swing...). If you wish to change who drives a vehicle or mans a fixed weapon, a dispute must be resolved as described below.

Drivers traditionally favour the hands on approach and so disputes are settled in one of the many boxing rings found throughout the base. The warriors go toe to toe for three rounds, whoever is still standing at the end takes the wheel when they're next deployed. In terms of rules, the two warriors fight in hand to hand combat, best out of three. Going down does not put them out of action, but it does lose them the round, and flesh wounds carry over between rounds. Neither warrior counts as charging and serious injuries cannot be inflicted by losing. Three rounds means best out of three, so if one warrior loses twice in a row, there is no point in playing a third round.

Gunners prefer a little more showmanship via a live-fire course. Each course is a little different, but generally they take they take one of three forms; a static pistol target range, an enclosed rifle course, and a grenade range. The first is tackled using service revolvers, the second with a standard issue carbine, and the third using frag grenades. Each warrior takes on the course on his own, comparing scores at the end. Roll a D6 to determine which course the two warriors are going to take on.

## 1- 2 Sidearm Proficiency

The pistol section has two targets, worth a point each. Warriors may either take two individual shots, gaining one point per target, or use the revolver's sustained fire dice to rattle off a few shots at once, spreading their hits. Should they take out both targets in a single volley they gain an extra point, but if they fail then they are capped at a single point for the round.

## 3 - 4 Room clearance

The carbine area involves three targets. The first is at the other end of a corridor, the shot being taken after moving (running and firing is acceptable if the warrior has Hipshoota), the second target is at long range, the third is at long range and moves, effectively appearing/disappearing. In game terms this means three shots, the first taken at no penalty (or +1 to hit with Hipshoota), the second at -1 to hit, the third at -2 to hit. The first two targets are worth one point, the last is worth two.

## 5 - 6 Mr. Grenade is not your friend

Finally there is the grenade range, in which multiple targets must be taken down using a couple of frag grenades (It used to be HE grenades but the range master was starting to get rather irritated with the craters he kept finding). Two groups of two targets are arranged side by side, providing four targets in total. Between the two targets in a group there is 1" of distance and the two groups are 3" apart. Arrange them however you like. Each warrior gets two frag grenades to throw at the targets 6" away. Each target is worth 1 point and there is a bonus point for each group, if both targets are taken out in one blast.

Once resolved, whoever has the most points takes on the job of gunner, the newcomer ignoring the mutterings of "fluke..." from the previous holder should he win.

It should be noted, both of these contests usually take place with an audience of both service men and civilians, these events being highlights of the week for





the base's community. By the time a Dust Rat is old enough to compete in such a challenge he will have seen countless others, quite possibly with his father by his side.

<u>Type of Warrior</u>	<u>Initial Experience Points</u>
Commanding Officer	80+1D6
Veteran	60+1D6
Grunt	30+1D6
Plank	10+1D6

## Death of Warriors and Vehicles

The rules for Ork warriors and vehicles apply just as described in *Da Uvver Book*: in the event of death all the warrior's equipment and weapons are lost, similarly all a vehicle's gubbinz and its fixed weapon are destroyed with it (pg. 69 – 70 of *Da Uvver Book*).

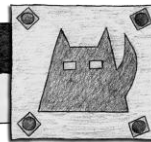
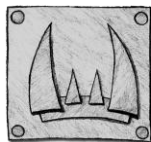
Dust Rats get all the normal Underdog and Experience bonuses that other mobs get. The table below indicates when a Dust Rats has earned enough experience for a roll on the Dust Rats Advances Table.

## Death of a Commanding Officer

Should the unthinkable happen and your Commanding Officer ends up KIA your unit must hire a new CO at the earliest opportunity. This works slightly differently from hiring other mob members in that the cost is deducted from income rather than profit. Dust Rat units must be led by a commissioned officer and as such a new one will be assigned as soon as is feasible. In the event of a unit not earning enough income to afford a new CO their Veteran will temporarily take command. If there is no Veteran, the Grunt with the highest leadership will step up (if there are several with the highest leadership, the one with the most experience is chosen).

## Dust Rat Experience

Dust Rats gain experience just like other mobs – for surviving, kicking ass and doing other things that require nerves of steel. Each Dust Rat has a different starting level, representing the experience they have prior to joining the unit. Please note that this doesn't give them stat upgrades or skills, those are earned through additional experience earned during their time in the unit. For example, a Grunt may start with 34 experience points but will not gain an upgrade until he reaches at least 41 experience points.



Exp. Points	Title	Notes
0-5	Sprog	
6-10	Meatshield	
11-20	Plank	Starting level for Planks
21-30	Plank	
31-40	Grunt	Starting level for Grunts. Planks who reach this level become Grunts.
41-50	Grunt	
51-60	Specialist	
61-80	Veteran	Starting level for Veterans.
81-100	Sergeant	Starting level for Commanding Officers
101-120	Sergeant at Arms	
121-140	Staff Sergeant	
141-160	Gunnery Sergeant	
161-180	First Sergeant	
181-200	Master Gunnery Sgt.	
201-240	Sergeant Major	
241-280	Lieutenant	
281-320	Captain	
321-360	Major	
361-400	Lieutenant Colonel	
401+	Colonel	Warriors who reach this level may not advance any further.

## Dust Rat Advances

Advance rolls should be made after a battle so both players can witness the result. Roll 2D6:

### ADVANCE TABLE

2D6	Result
2	<b>Know-wots.</b> Choose any of the skill tables and randomly generate a skill from it.
3-4	<b>Know-wots.</b> Select one of the standard skill tables for the mob and randomly generate a skill from it.
5	<b>'Arder.</b> Roll a D6: 1-3 = +1 Strength; 4-6 = +1 Attacks
6	<b>'Arder.</b> Roll a D6: 1-3 = +1 WS; 4-6 = +1 BS
7	<b>'Arder.</b> Roll a D6: 1-3 = +1 Initiative; 4-6 = +1 Leadership
8	<b>'Arder.</b> Roll a D6: 1-3 = +1 BS; 4-6 = +1 WS
9	<b>'Arder.</b> Roll a D6: 1-3 = +1 Wounds; 4-6 = +1 Toughness
10-11	<b>Know-wots.</b> Select one of the standard skill tables for the mob and randomly generate a skill from it.
12	<b>Know-wots.</b> Choose any of the skill tables and randomly generate a skill from it.

The maximum statline for a Dust Rat is listed below, just as with other mobs, if a characteristic increase would take the warrior above the maximum, the other option is raised instead. If the other one is also maxed out, you may choose one other to increase by 1.

Max Value	M	WS	BS	S	T	W	I	A	Ld
DUST RAT	4	6	6	4	4	3	6	3	9





On a roll of 3-4 and 10-11 on the Advance Table a Dust Rat gains a skill, the table below indicates which skill lists they may choose from. On a roll of 2 or 12 they may ignore the table's restrictions.

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd	Tactical
COs	x	✓	x	✓	✓	✓	✓
Veterans	x	✓	x	✓	✓	x	✓
Grunts	x	x	✓	x	✓	x	✓
Planks	x	x	✓	x	✓	x	x

Tactical Skills

1. Spotter

A warrior with this skill may choose to sacrifice his shooting to spot for a friendly model within 2". If he does so, the affected model's weapon is given +1 to hit modifier regardless of range, on top of any modifiers the model may already incur for this shot (short or long range, positives or negatives, cover, large target, etc). This represents the warrior assisting a fellow comrade to increase the precision of his marksmanship. so instead of an increased short range, this may be substituted for a +1 to hit modifier when the affected model is shooting. Long range remains unaffected.

2. Ghillied Up

The warrior has learnt to blend into his surroundings through camouflage and field training. If an enemy model wishes to make a ranged attack against the model and the distance is 12" or more than a -1 to hit

modifier applies. The warrior must be on foot to receive this bonus, and it is not affected by being Pinned or Down.

3. Show Some Backbone!

(Commanding Officers only) Any model within 6" of the warrior may roll an extra D6 when taking leadership tests for psychology (including headwounds) and choose the two lowest scores. This only applies if the CO is not down or pinned.

4. Field Medic

The warrior has been "promoted" and is now the unit's medic. He may sacrifice his entire turn to tend to a friendly model who has a flesh wound or is Down. On a 5+ the warrior successfully patches them up. Down models stay Down but if they roll a Flesh Wound in the recovery phase they get back up (without a flesh wound), although they can still go OoA on a 6, as it's not guaranteed – this ain't field surgery!

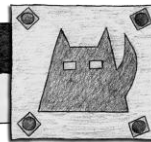
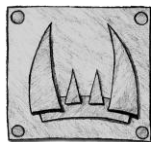
5. INCOMING!!

The warrior has a sixth sense for incoming enemy explosives and has learnt to take cover when he gets that feeling. Takes effect during the enemy shooting phase. Once the enemy has chosen the location to throw his grenade/stikkbomb, (assuming the warrior is in the affected area), he may take an initiative test to avoid being hit. If passed, the warrior moves D3" in a random direction determined by the scatter dice. Then the enemy throws it as normal, working out if it hits or scatters as normal.

6.Suppressing Fire

The warrior has mastered pinning enemies using firearms. If he chooses, the warrior may sacrifice his





turn to pin down one enemy warrior within range. Roll to hit as normal to determine whether an ammo roll is required, but disregard the result otherwise. The chosen enemy model may not move or shoot this turn. If they become engaged in hand to hand they will fight back as normal, and frenzied models may not be pinned in this way. This skill may be used on Orks, even though they are normally immune to pinning.

## Notes On Skills

Dust Rats benefit from skills exactly as they are written in *Da Uvver Book*. The one exception is Well 'Ard (Ferocity skill) – as stated in the skill description, only Orks may have this skill, so Dust Rats must re-roll if they get this result.

## Returning from Deployment

### Dust Rat Income

After each engagement Dust Rats usually return to base, or at least the nearest outpost. Their CO will spend the time liaising with his chain of command and being briefed on further operations, whilst the Veteran will make sure the unit's needs are met, procuring ammunition, fuel, and rations. Grunts and Planks are not without responsibility as income is their burden; the precise nature of the work varies but they are always kept busy – armed men with too much free time cause trouble. The tasks assigned to them vary from guard duty, maintenance, training, or whatever is needed. This allows them to not only earn a little scrip for themselves, but to ensure the unit is not seen as shirkers. Those who contribute are rewarded; those who don't must make do.

Grunts and Planks who are not seriously injured after a game will provide income for the unit, Officers and Veterans will not. Each Grunt earns D6 teef, whereas

Planks only earn D3 teef. Income is also available from 'Ardboyz Bonus (see page 65 of *Da Uvver Book*) – a unit punching above its weight needs to be encouraged after all!

Income should be put through the chart on page 65 of *Da Uvver Book* ("Collecting Teef") to indicate how much profit remains after upkeep costs have been paid.

## Field Hospital

### Rules for Serjery on Squishy Oomans

The Dust Rats have a medical corps who serve a vital function in keeping the units fighting fit and on their feet. While not as fraught with danger as a trip to the Dok in Mektown, the relative frailty of a human is a factor when it comes to bioniks. The human skeleton will just not stand up to the kind of punishment that an Ork can at the hands of their crazy sawbones.

If you wish you may send any members of your mob who have serious injuries in for surgery after a game. This will cost D6 teef, regardless of the result, which is then added to the warrior's total cost on the roster sheet.

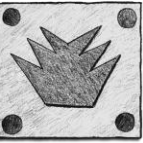
The following procedures can be carried out:

- 1. Resupply and Rearm** – For arm wounds.
- 2. On Your Feet Soldier** – For leg wounds.
- 3. Jarheads** – For head wounds and warriors who are blinded in one eye
- 4. Searchin' for Shrapnel** – For chest wounds and old battle wounds.

Select one and then roll on the Prep the OR table.

Once a warrior has had surgery on a serious injury he will not be able to have the same body part tended to again for fear of causing further complications. Dust Rats are tough, but they're not *that* tough.





As bionics fitted to the warrior still remain under the jurisdiction of the Medical Corps the boys in Engineering and the Armoury are forbidden from doing any work on them. Whilst it is possible they could be improved, it would pose a serious risk to the patient's health that is simply not acceptable.

This isn't to say that the Medical Corps work is always perfect. Problems do happen and when they do extra resources are set aside to fix the problem. Should a warrior have to roll on the Complications! table then it is not permanent, assuming the Rat can make it back to base after their next battle for corrective surgery (this functions in the same way as *Corrective Serjery*, see page 79 of *Da Uvver Book*).

## Prep the OR

**1. Experimental Surgery** – The Rat is pretty badly mangled by his injury and the doctor is improvising by the skin of his teeth to try and save his life. It works, but at a cost. Refer to the Complications! Table to see the after effects of the new technique.

**2. Physical Therapy** – The procedure has succeeded but the Rat is going to need some time to get back in shape from the truly tough surgery. Functions as *Da Patient is Restin* (see page 79 of *Da Uvver Book*).

**3. Carry On** – The Rat has gone in for surgery but as a result of limited supplies, swapped charts or just being worked on by a junior surgeon, a different treatment has been applied. Roll D3 to determine which of the remaining types of surgery he has undergone instead.

**4-6. Ready for Deployment** – The Rat is back on his feet and raring to get his revenge on the ones who forced him under the knife. Refer to the appropriate table for the results.

## Resupply and Rearm – Arm Wounds

**1. Stumped** – In order to prevent infection and save his life, the doctors have amputated the soldiers arm. He suffers -1 WS and cannot hold a weapon in that arm. A warrior with both arms "Stumped" is retired.

**2. Neuro-prosthetic** – The Rat has had a neurally interfaced prosthetic fitted. It is treated as having a perfectly normal arm but he must pay a 1 toof maintenance cost between games. If he cannot pay, he cannot participate in a battle until it is paid.

**3. Fire Support Plate** – The surgeon has replaced the arm with a bulky plate that can be used to stabilise a weapon being fired, giving +1" to the short range of the weapon. In melee, it functions as a club at User Strength. The warrior cannot hold a weapon in this arm.

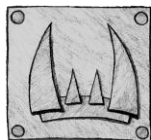
**4. Gas Powered Grenade Launcher** – The prosthetic has been designed for combat by the armoury, incorporating the barrel of an old grenade launcher. As a result he can throw grenades +2" further than normal and may reroll his first failed roll to prevent Stikkbombs Wild! coming into effect (see page 47 of *Da Roolz*). A full turn is required to refill the gas chamber before it be used again. The warrior cannot hold a weapon in this arm. In hand to hand combat, the barrel of the launcher functions as a club at User Strength.

**5. Microfibre Muscles** – The Rat has been equipped with microfibre implants in his muscles. The warrior gains +1 Strength.

**6. D.E.W. Gauntlet** – The Rat has been given an experimental weapon which functions as a D.E.W. Pistol. He can also hold a melee weapon in his hand without issue as the lasgun emitter is fairly flush with the palm of the hand but he cannot use both weapons in the same turn.







## On Your Feet Soldier – Leg Wounds

**1. Hobbled** – The medical staff couldn't save the leg and have fitted a simplistic prosthetic. The warrior loses -1" from his Basic Movement.

**2.-3. Neuro-prosthetic** – The Rat has been given a fairly advanced prosthetic and his leg wound is gone. However, he must pay a 1 toof maintenance cost to keep the fairly intricate device working after each fight. If he cannot pay, he is not allowed to participate in the next battle until the maintenance cost is paid.

**4. Microfibre Muscles** – The warrior has been upgraded with microfibre that increase his muscle power and endurance. He gains +1" for his Basic Move

**5. Rifle Leg** – Another experimental option that was first successfully used on a female Rat some years ago. The warrior gains a Carbine in his leg and can sacrifice his movement to fire it in addition to any guns he is carrying in his arms.

**6. Experimental Cocktail** – Faced with ever more challenging surgeries, the doctors have tried a new therapy of combined drugs and surgery. As a result, the soldier gains +2" to his Basic Move and +1 Initiative.

## Jarheads – Head Wounds

**1. Shellshock** – The surgery has left the soldier with a phobia. At the start of each of your turns, roll a Leadership test. If the warrior fails, he is automatically Pinned. This Leadership test can be affected by the *Show Some Backbone!!* skill.

**2. Metal Plate** – The warrior's head wound is repaired thanks to a heavy metal plate and some interesting scarring.

**3. Eye Scar** – The warrior has a deep slash over one eye and looks much more grizzled after the surgery, gaining +1 Leadership in the process.

**4. Sharpened Instincts** – Whatever rewiring has gone on during the healing process has given the soldier sharpened senses. He gains +1 Initiative.

**5. Reckless** – The warrior has had his sense of fear impaired as a result of the surgery. The model is no longer subject to the Pinning Rules and ignores the effects of Fear. Terror still affects him normally.

**6. Tac Helmet Visor** – The Rat has been equipped with a modified visor from a tactical helmet. He gains +1 BS as the visor marks targets for him.

## Searchin' for Shrapnel

### Chest Wounds and Old Battle Wounds

**1. Waiting Room** – Just as the surgeon was about to start, another more serious casualty came in and the warrior was forced to wait. Roll on the Serious Injury Table, ignoring Dead and Captured but NOT Bitter Enmity. The extra wait can still instil a serious grudge.

**2. Internal Injuries** – The warrior has suffered internal injuries that only time can heal. He loses -1" from his Basic Move and -1 Toughness.

**3. Stimm-injector** – The warrior has had an implanted auto-injector put into his chest and can once per battle give himself a shot of adrenaline during his turn. This gives him +1 WS, +1 BS and +1 Toughness and he is no longer subject to pinning until the start of his next turn. This can only be used once per battle then it must be reloaded with the appropriate cartridge. There is no additional maintenance cost for refilling this between battles. These boosts override the normal fixed maximum statline for a Dust Rats.

**4. Chem-inhaler** – The warrior has had an inhalant mask attached to aid his breathing and can choose to







give himself a dose of painkiller in battle during his turn. This removes 1 Flesh Wound from the warrior and additionally provides +1 Toughness to the model until the start of its next turn. This can only be used once per battle and then it must be reloaded with the appropriate cartridge. There is no additional maintenance cost for refilling this between battles. This allows a model to briefly exceed the maximum stated Toughness for a Dust Rat model.

**5. Scar Tissue** – The warrior is successfully healed but he has a mass of extra scar tissue on his torso which is numb to all sensation. He gains +1 Wounds.

**6. Super Soldier** – Experimental medicine has given the Rat greatly improved physical attributes. He gains +1 Toughness, +1 Initiative, +1 Attack and his choice of +1 to WS or BS.

## Complications!

**1. Torn Stitches** – The warrior accidentally tears his stitches and immediately goes Out of Action.

**2. Oxygen Deprivation** – The Rat became hypoxic during the surgery and is suffered minor brain damage as a result. He needs another model within 2" to remind him that he's fighting in a battle or he cannot run or shoot. HtH applies normally as the primal parts of the brain aren't really affected.

**3. Diminished Capacity** – The surgery was successful enough but some of the Rat's organs are damaged and do not function as well as a result of the surgery. He suffers -1 Toughness.

**4. Twinges** – The warrior suffers painful twinges from damaged nerves. He suffers -1 Initiative.

**5. Giving him Gyp** – The warrior suffers pain from his surgery and gains an Old Battle Wound.

**6. Fungal Infection** – The warrior has gotten ork spores in his wounds and as a result, small fungus grows all over him. He suffers -1 Leadership and is prescribed a special cream.

## Dust Rat Vehicle Repairs

Dust Rat vehicle repairs and customisation work in precisely the same way as for Ork mobs, as described under "Getting It Fixed" (*Da Uvver Book*, pg 53) and "Da Mekboy'z Workshop" (*Da Uvver Book*, pg 71) respectively.

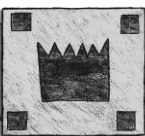
## Dust Rat Weapon Customisation

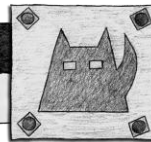
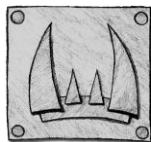
Dust Rat mobs may get their weaponry customised in the same way Orks do (as described in "Da Mekboy'z Workshop", *Da Uvver Book*, pg 71). Admittedly they don't go to Mektown for it, but for all intents and purposes the rules work the same.

## Gubbinz

Not all Gubbinz may be mounted on all Dust Rat vehicles; the following limitations apply:

Bikes may not take Extra Armour, Bulbar, Loadsa Ammo or Scrap Magnet. LRVs may not take Scrap Magnet. SSVs may not take Advanced Suspension.





## Dust Rats and Other Mobs

### Humane Treatment of Prisoners

#### Dust Rats with Captives

Prisoners have value to the Dust Rats, but mainly only for the information they can provide, after which point they become entirely expendable. Any warriors captured by the Dust Rats will be taken to the nearest outpost for interrogation before being summarily executed. Warriors interrogated in this way may well give away some very useful secrets for which the capturing mob will be handsomely rewarded with 2D6 teef. Similarly vehicles will be towed back, dismantled, and their parts repurposed or melted down (yielding 3D6 teef, as detailed on page 54 of *Da Uvver Book*). The enemy mob gets a single chance to rescue their warrior or vehicle, after which their fate is sealed.

### Name, rank, serial number...

#### Dust Rats as Captives

Should a Dust Rat fall into enemy hands there are several things which can happen, depending on the captors. Muties will execute the hideous smoothskin, seeing everything they have lost in the captive, similarly captives taken by Rebel Grots will never be seen again (see pages 75 and 51 of *Digganob*, respectively). Diggas will hand the captive over to Da Wrecker, as detailed on page 27 of *Digganob*. Orks may force captured Dust Rats to work in their mines, just like any other captives (see page 65 of *Da Uvver Book*).

